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Naik

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(54) **SOCIAL MEDIA SESSION ACCESS**

(75) Inventor: **Kiran Naik**, Sunnyvale, CA (US)

(73) Assignee: **Google Inc.**, Mountain View, CA (US)

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709/225, 228, 229; 707/722; 705/36 R;
700/91; 455/519; 370/260, 382, 352;
379/201.01; 345/522

See application file for complete search history.

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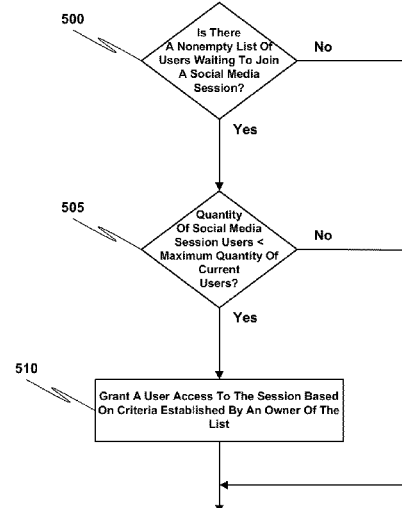
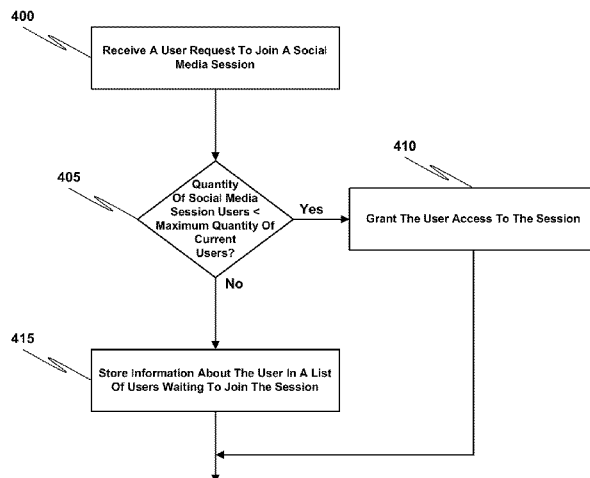
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Primary Examiner — Quang N Nguyen

(57) ABSTRACT

A method for social media session access includes, by a computing device, receiving a user request to join a social media session. If the social media session has less than a predetermined quantity of current users, the user is granted access to the session. If the social media session has the predetermined quantity of current users, information about the user is stored user in a list of users waiting to join the session. As slots in the session become available, users are selected from the waitlist. An owner of the session may determine the criteria used in selecting from among multiple users in the waitlist.

21 Claims, 11 Drawing Sheets



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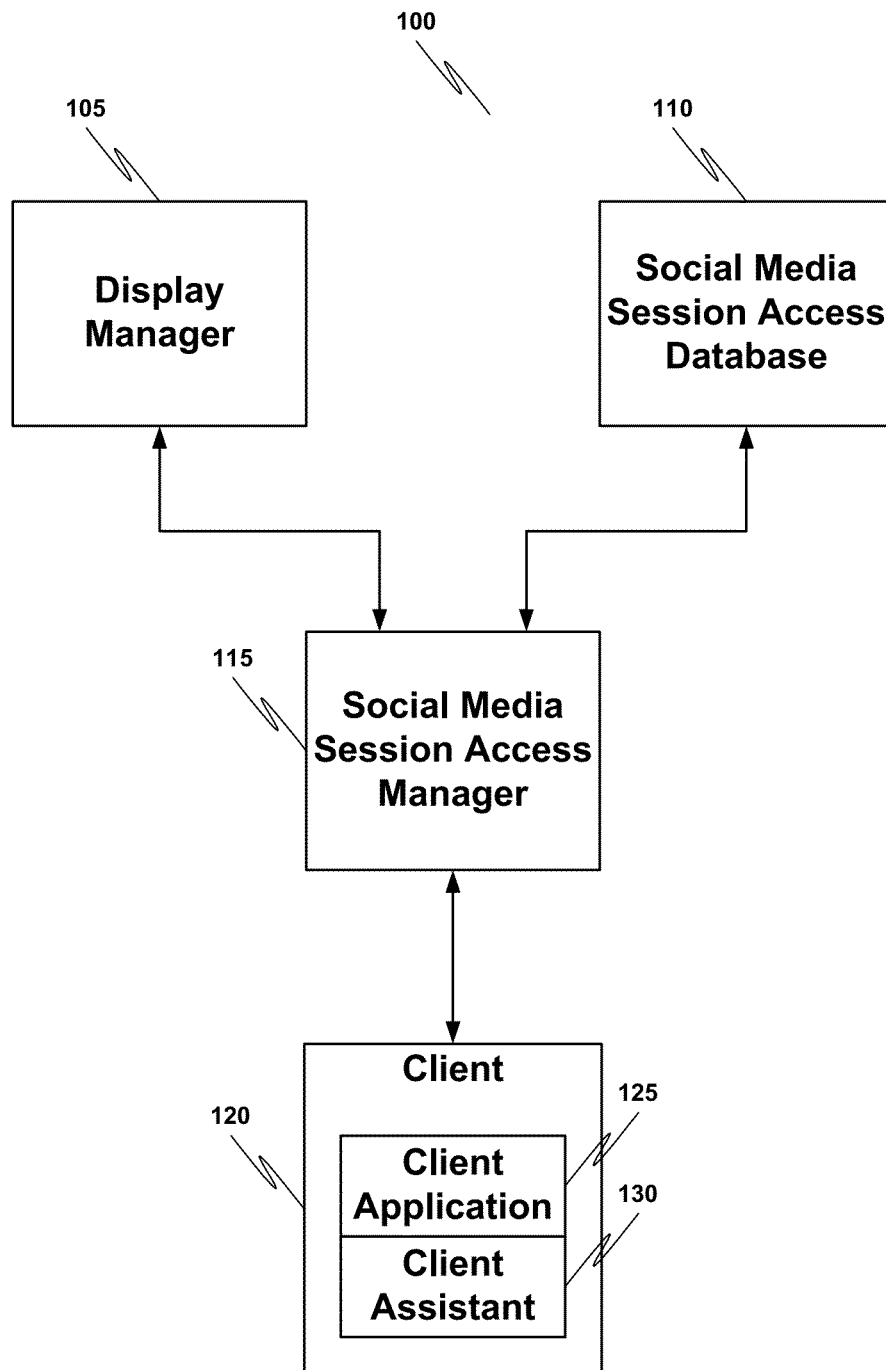


FIG. 1

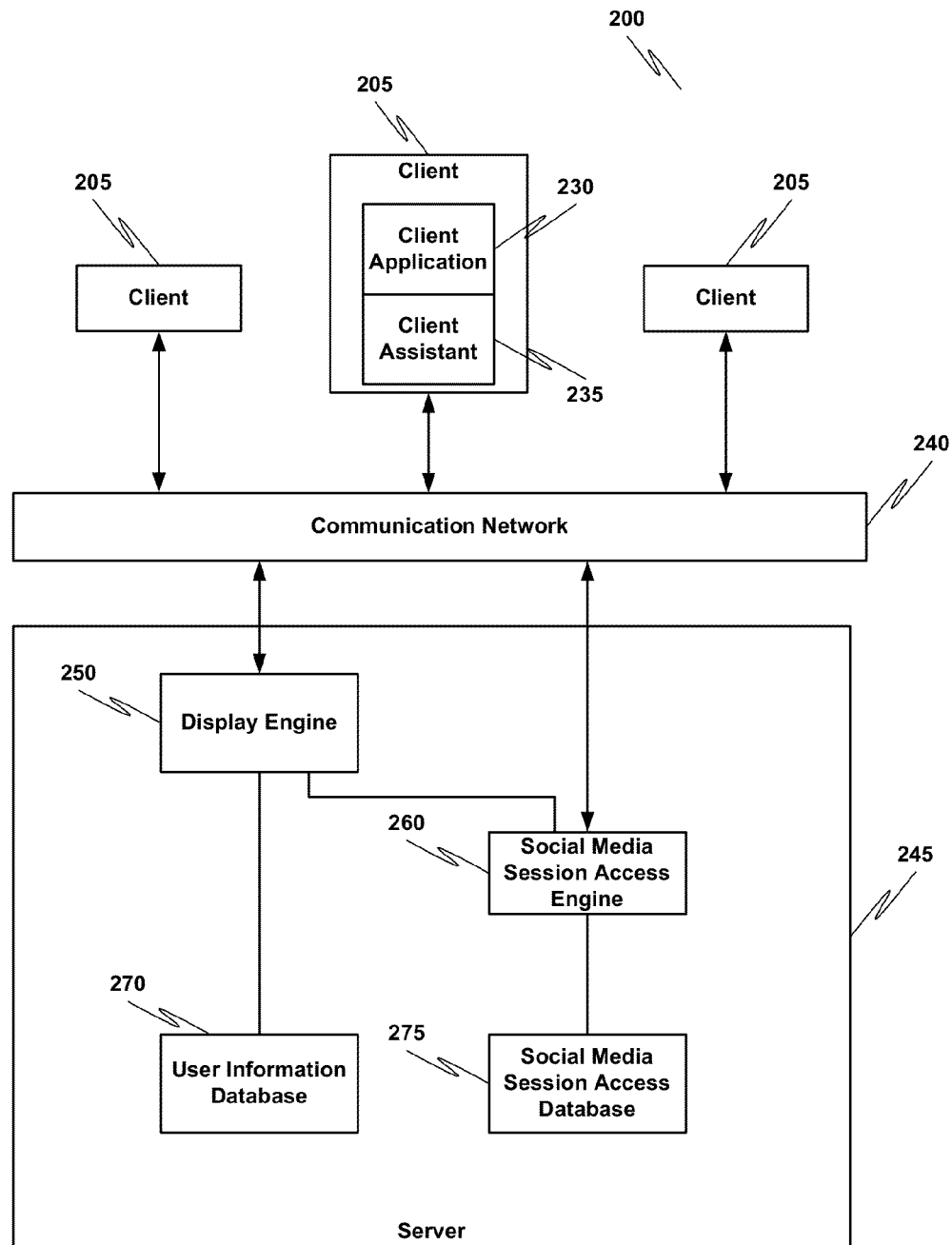


FIG. 2

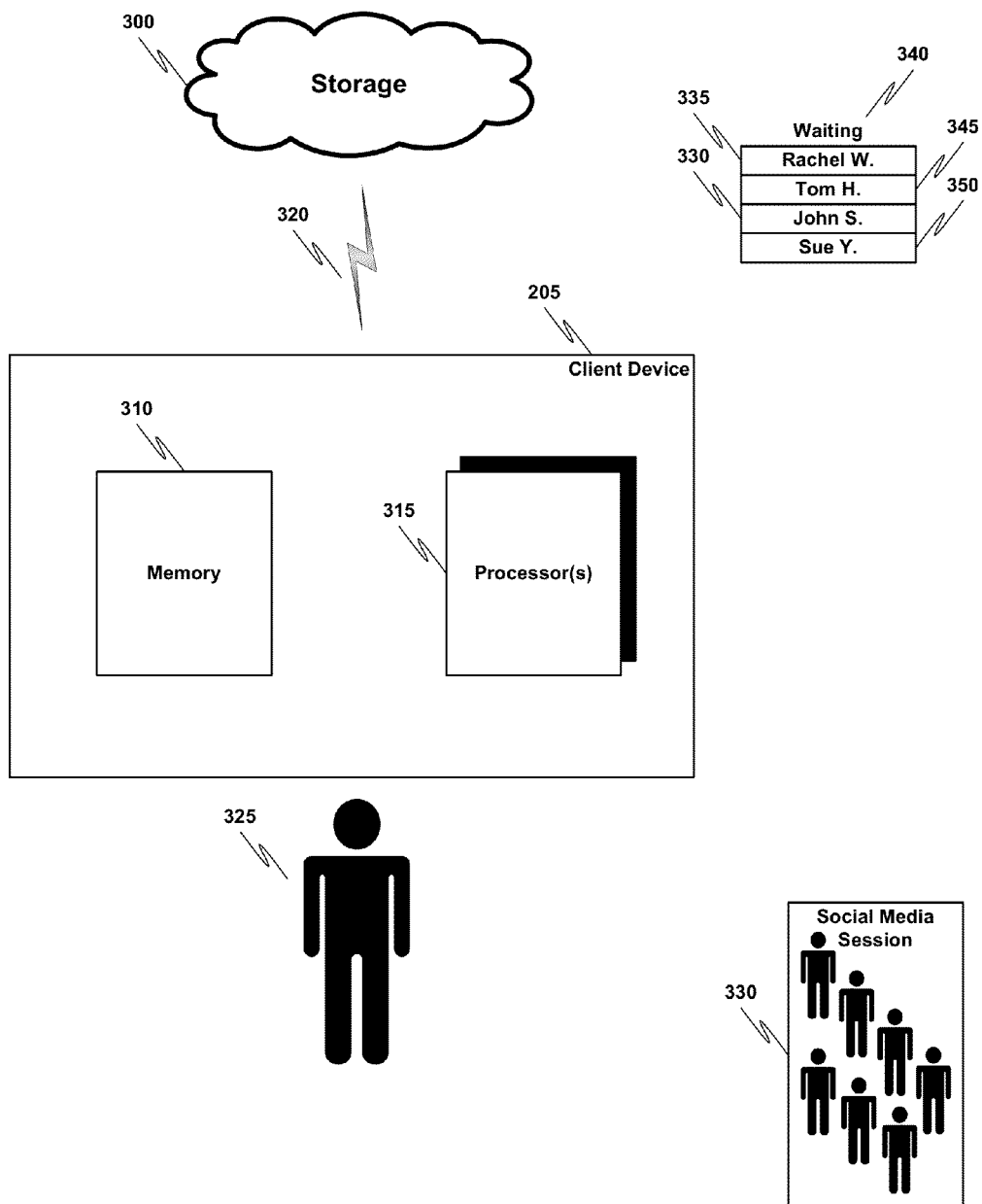


FIG. 3

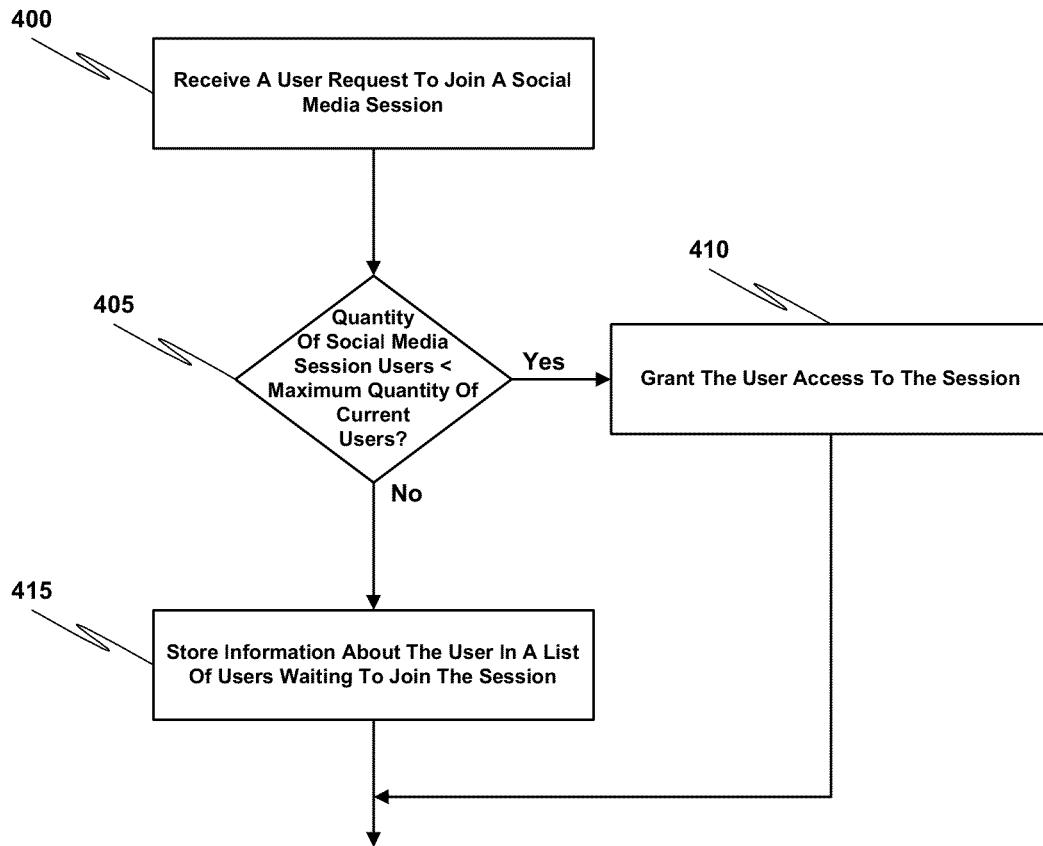


FIG. 4

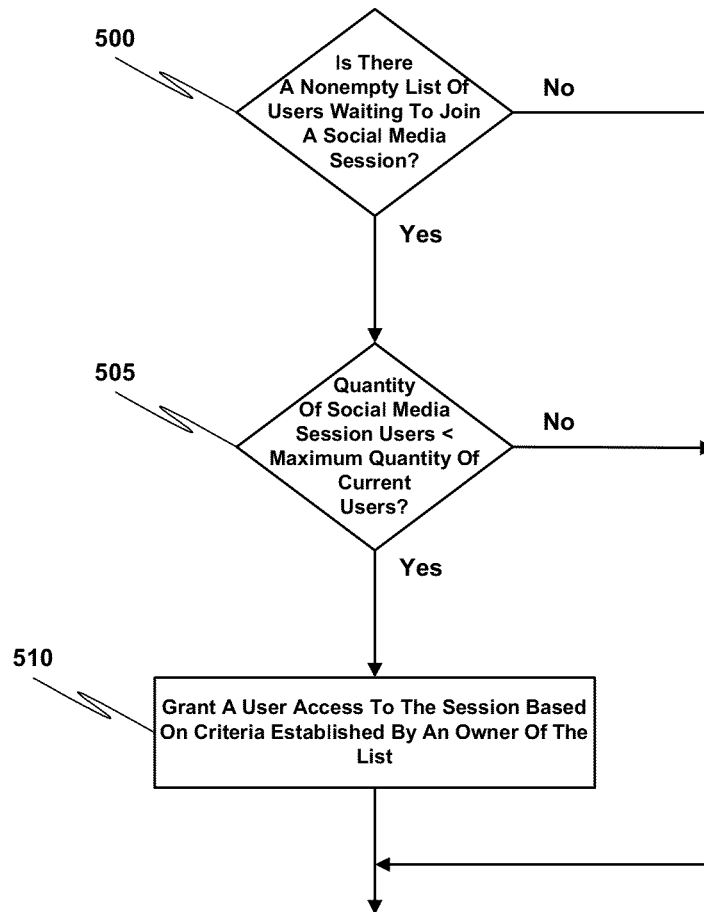


FIG. 5

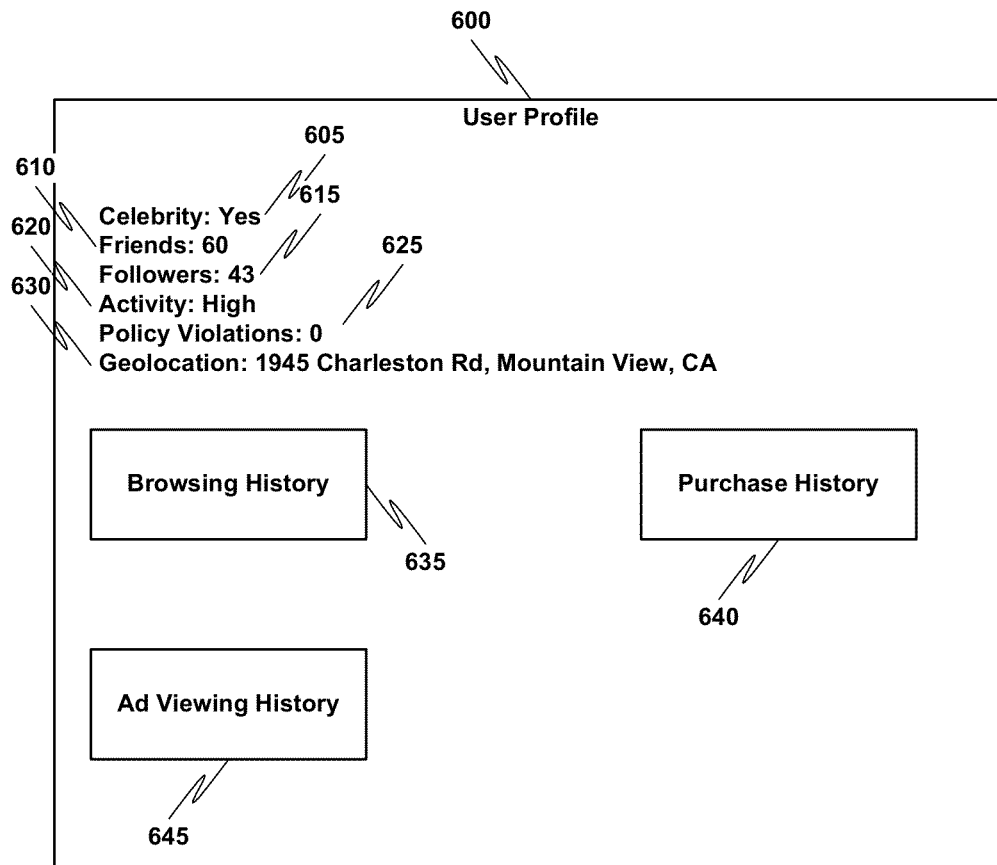


FIG. 6

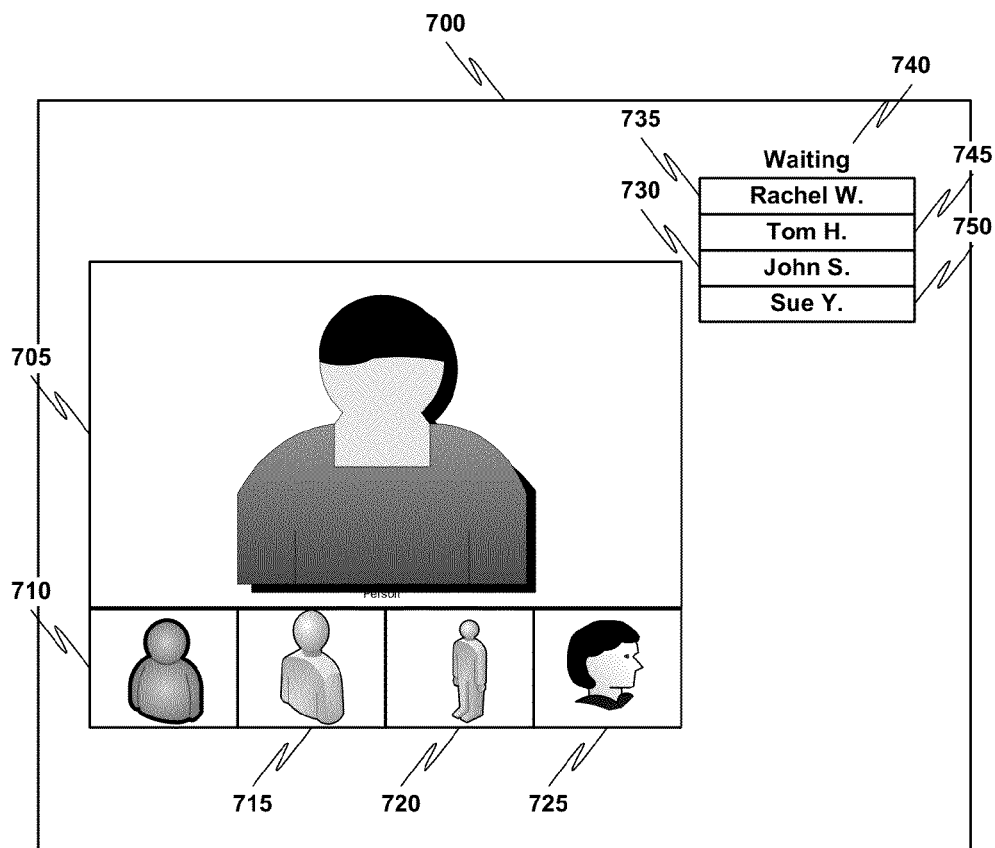


FIG. 7

800

875	805	810	815	820	825	830	835	840	845	850	855	860	865
	UserID	Notify Preference	Display Preference	List ID	List Position	Online Activity	Celebrity Status	Friends	Followers	Policy Violations	Geo- location	Purchase History	Ad View History
880	UserID #1
885	UserID #2

	UserID #U

FIG. 8

905	910	915	920	925	900
930	ListID	Owner	SessionID	Wait List	Status
935	ListID #1
940	ListID #2
945
	ListID #U

FIG. 9

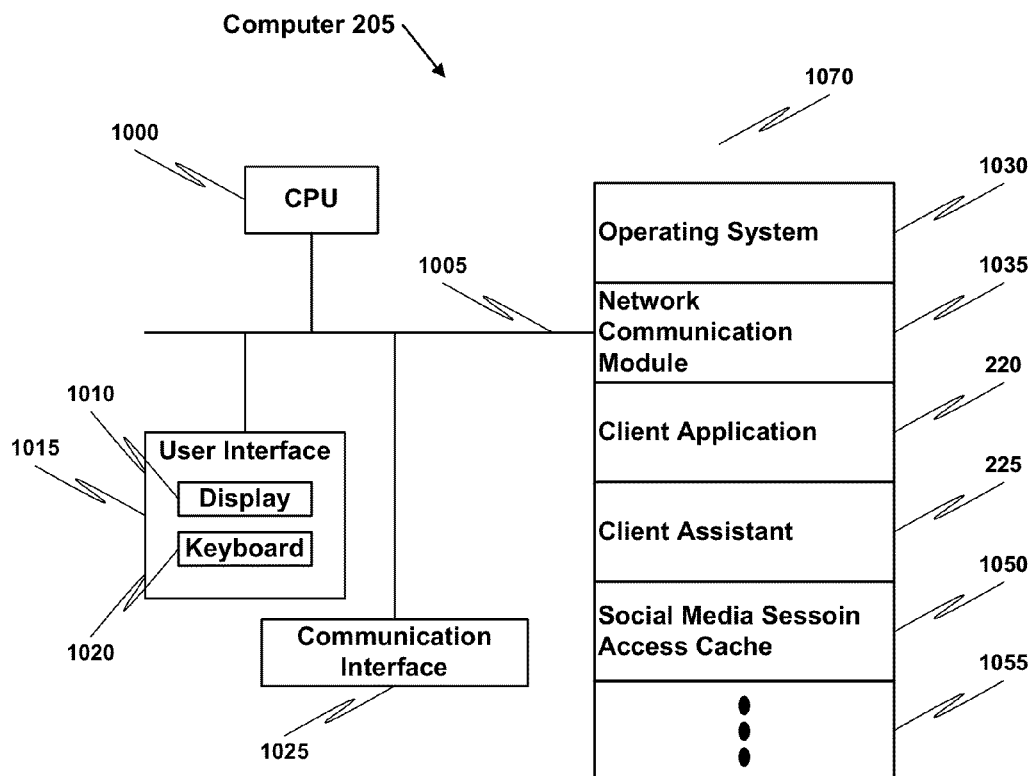


FIG. 10

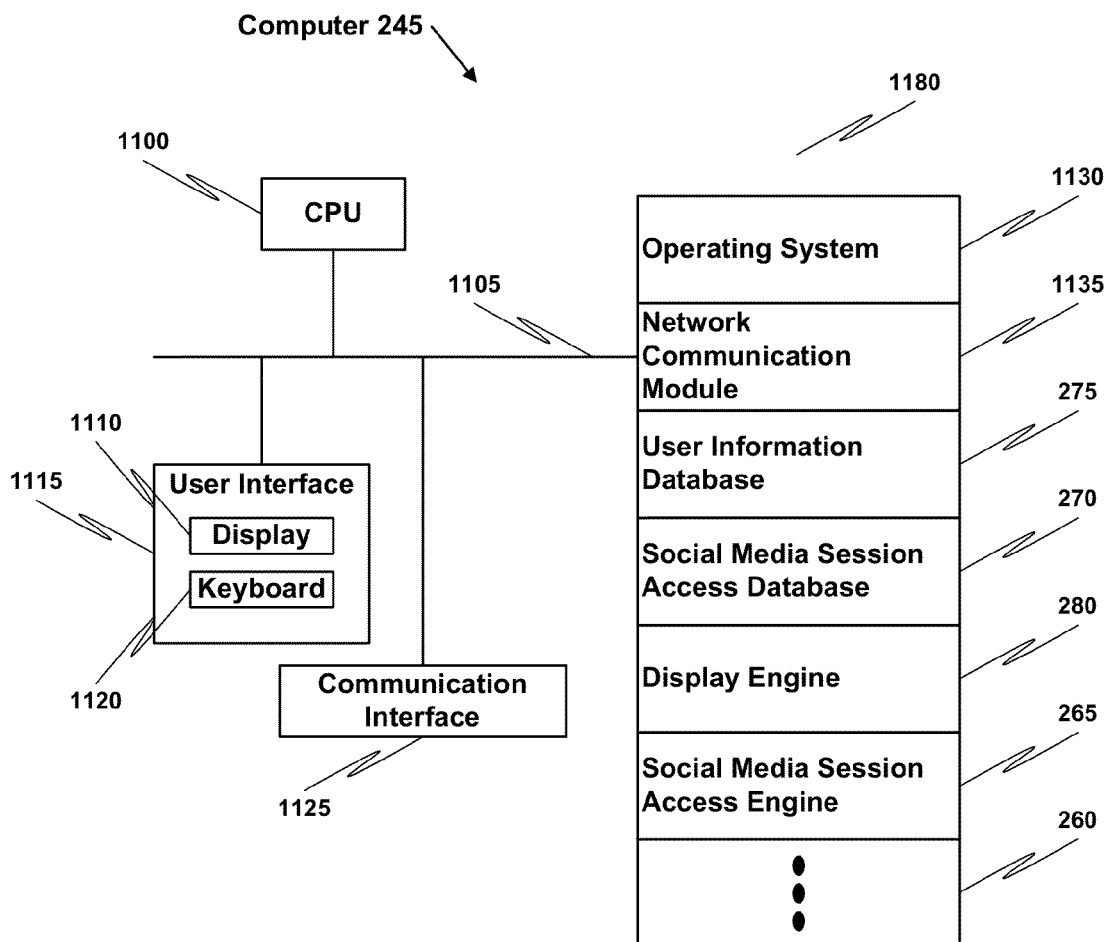


FIG. 11

SOCIAL MEDIA SESSION ACCESS**CROSS REFERENCE TO RELATED APPLICATIONS**

This application claims the benefit of the following provisional patent application, the disclosure of which is incorporated herein in its entirety by reference:

U.S. Provisional Patent Application No. 61/527,527 filed Aug. 25, 2011, entitled "Social Media Session Access."

TECHNICAL FIELD

Aspects of the present disclosure relate to social media session access.

BACKGROUND

A social network can be an online system that provides a forum for geographically separated users to interact with one another, where those users have defined a relationship between one another. Users can control who can view their information by identifying particular relationships with other users, and can also find new friends from the group of other people who are "friends" of their own friends. Social networks can be aimed at different types of social interaction, such as friendship and business networking. A user of a social network can have a profile page (e.g., a web page on the social network) that provides information about the user to other users of the social network. A profile can include information regarding a user's acquaintance relationships (e.g., friends, colleagues, schoolmates, etc.) on the social network.

Social network systems may allow users to join virtual meetings or sessions whereby the users can hear each other, send text messages to each other, and possibly see each other interact during the sessions. Due to network and computing device resource constraints, such social network systems typically limit the quantity of simultaneous session participants to assure at least a minimum level of performance. If a user asks to join a session that presently has the maximum quantity of simultaneous participants, the user is simply informed that the session is full. The user is free to repeatedly ask to join the session, but will only be granted access when one or more other users leave the session and the user's request is received before requests from other users wanting to join the same session. Accordingly, a need exists in the art for an improved solution for social media session access.

BRIEF DESCRIPTION OF THE DRAWINGS

The accompanying drawings, which are incorporated into and constitute a part of this specification, illustrate one or more embodiments and, together with the detailed description, serve to explain the principles and implementations of the present disclosure.

In the drawings:

FIG. 1 illustrates a high level functional description of a system in accordance with some embodiments of the present disclosure.

FIG. 2 depicts a block diagram of a system in accordance with some embodiments of the present disclosure.

FIG. 3 depicts a block diagram of a system in accordance with some embodiments of the present disclosure.

FIG. 4 depicts a process for social media session access in accordance with some embodiments of the present disclosure.

FIG. 5 depicts a process for social media session access in accordance with some embodiments of the present disclosure.

FIG. 6 depicts a user profile in accordance with some embodiments of the present disclosure.

FIG. 7 depicts an exemplary social media session access display in accordance with some embodiments of the present disclosure.

FIG. 8 depicts a data structure for storing certain user information in accordance with some embodiments of the present disclosure.

FIG. 9 depicts a data structure for storing certain social media session access information in accordance with some embodiments of the present disclosure.

FIG. 10 depicts a client device in accordance with some embodiments of the present disclosure.

FIG. 11 depicts a server device in accordance with some embodiments of the present disclosure.

DESCRIPTION OF EXAMPLE EMBODIMENTS**Overview**

Example embodiments of the present disclosure provide a solution for social media session access wherein users requesting access to a social media session that is presently "full" are added to a waitlist. The term "social media session" as used herein encompasses its plain and ordinary meaning, including, but not limited to a semi-permanent interactive information interchange, also known as a dialogue, a conversation or a meeting, between two or more users via their respective communicating devices. Example social media sessions include a videoconference session, an audio session, a streaming video session, a text chat session, and combinations thereof. As slots in the session become available, users are selected from the waitlist. An owner of the session may determine the criteria used in selecting from among multiple users in the waitlist.

Embodiments of the present disclosure are described herein in the context of social media session access. Those of ordinary skill in the art will realize that the following detailed description of the present disclosure is illustrative only and is not intended to be in any way limiting. Other embodiments of the present disclosure will readily suggest themselves to such skilled persons having the benefit of this disclosure. Reference will now be made in detail to implementations of the present disclosure as illustrated in the accompanying drawings. The same reference indicators will be used throughout the drawings and the following detailed description to refer to the same or like parts.

High Level Functional Description

FIG. 1 illustrates a high level functional description of a system **100** in accordance with some embodiments of the present disclosure. A social media session access manager **115** is connected to a client **120**, a display manager **105**, and a social media session access database **110**. Social media session access manager **115** receives from the client **120** a request to access a social media session. Social media session access manager **115** examines information from social media session access database **110** to determine whether to grant client **120** access to the social media session, and if the determination to grant access is made, interfaces with display manager **105** to grant the client **120** access to the social media session.

Example System Description

FIG. 2 depicts a block diagram of a system in accordance with some embodiments of the present disclosure. One or

more clients **205** are connected to a communication network **240**. The communication network **240** is connected to a server **245**. The server **245** includes a social media session access engine **260**, a display engine **250**, a user information database **270**, and a social media session access database **275**. The social media session access engine **260** is connected to the communication network **240**, the display engine **250**, and the social media session access database **275**. The social media session access engine **260** handles requests from and responses to the client assistant **235**, via its connection with communication network **240**. The display engine **250** is connected to the communication network **240** and the user information database **270**.

Each client **205** includes a client application **230** and a client assistant **235**. The client **205** can be any number of devices (e.g., computer, internet kiosk, personal digital assistant, cell phone, gaming device, desktop computer, laptop computer, tablet computer, a television with one or more processors embedded therein or attached thereto, or a set-top box) which may be used to connect to the communication network **240**. The communication network **240** may be a wireless, optical, wired or other type of network that facilitates the passage of information. It may include the Internet, one or more local area networks (LANs), one or more wide area networks (WANs), other types networks, or a combination of such networks. The client application **230** is an application that is executed by the client (e.g., browser, e-mail client, word processor) and that displays or presents information to a user of the client (the client application may also perform other tasks not relevant to the present discussion). The client assistant **235** is an application that facilitates the display or presentation of information by the client application **230**. The client assistant **235** can be part of the client application **230**, a plug-in to the client application **230**, stand-alone application, or otherwise (e.g., a JavaScript application downloaded as part of a web page). In some embodiments, the client assistant **235**, or portions of the client assistant are downloaded along with messages or other information sent to the client **205**. For instance, the client assistant **235** may be one or more scripts (e.g., JavaScript programs) embedded in other content. In this way, different versions of the client assistant **235** are provided to the client **205** without requiring any explicit action by the user of the client **205**. Client **205** may also include a location determiner for reporting a geolocation of the client **205**.

FIG. 2 is exemplary, in some embodiments, the server **245** contains a subset of or superset of those elements illustrated in FIG. 2. Although FIG. 2 shows the server **245** as a number of discrete items, the figure is intended more as a functional description of the various features which may be present in the server **245** rather than a structural schematic of the embodiments described herein. In practice, and as recognized by those of ordinary skill in the art, items shown separately could be combined and some items could be separated. For example, some items shown separately in the figure could be implemented on a single server and single items could be implemented by one or more servers. The actual number of servers in receipt server **245** and how features are allocated among them will vary from one implementation to another, and may depend in part on the amount of traffic that the system must handle during peak usage periods as well as during average usage periods. For example, any of the user information database **270** and social media session access database **275** could be implemented as a stand-alone server or servers.

The social media session access engine **260** receives from the client **205** a request to access a social media session.

Social media session access engine **260** also examines information from social media session access database **275** to determine, based on criteria set by an owner of the social media session, whether to grant client **205** access to the social media session. If the determination to grant access is made, social media session access engine **260** interfaces with display engine **250** to grant client **205** access to the social media session. The user information database **270** contains information about users associated with client devices **205**, including any preferences they may have with respect to the display of items. The social media session access database **275** includes information about social media sessions, including users participating in the session, and users waiting to participate in the session.

FIG. 3 depicts a block diagram of a system in accordance with some embodiments of the present disclosure. FIG. 3 illustrates an embodiment where a client device **205** is configured to determine whether to grant access to a social media session, based at least in part on user information stored on the client device **205** or external to client device **205**. As shown in FIG. 3, client device **205** includes a memory **310** and one or more processors **315**. The one or more processors **315** are configured to receive a request from a user **325** to join a social media session having one or more other users **330**. The one or more processors **315** are further configured to determine whether the quantity of social media session users **330** is less than a predetermined quantity of current users. The one or more processors **315** are further configured to, when the quantity of social media session users is less than a predetermined quantity of current users, grant the user access to the session. The one or more processors **315** are further configured to, when the quantity of social media session users is less than the predetermined quantity of current users, store information about the user in a list of users waiting to join the session (**340**). The list **340** may be stored in memory **310** or cloud **300**.

Social Media Session Access Request Handling

FIG. 4 depicts a process for social media session access in accordance with some embodiments of the present disclosure. At **400**, a computing device receives **245** a user request to join a social media session. At **405**, a determination is made regarding whether the quantity of social media session users is less than a predetermined quantity of current users. If at **405** the quantity of social media session users is less than a predetermined quantity of current users, at **410** the user is granted access to the session. If at **405** the quantity of social media session users is less than a predetermined quantity of current users, at **415** information about the user is stored in a list of users waiting to join the session. The information about the user may be used to determine whether to grant the user access to the social media session when a slot becomes available.

The social media session may be any resource limited session between two or more users. By way of example, a social media session may be a videoconference session, an audio session, a streaming video session, a text chat session, or a combination thereof.

According to one embodiment, the list of users waiting to join the session comprises a priority queue. Information about users added to the queue includes a priority value. Users associated with a higher priority value are advanced ahead of users having a lower priority value and are therefore granted access to a social media session ahead of users having a lower priority value. A priority value may be based on a determination by an owner of a social media session. A priority value

5

may also be based on information in a profile of the user. Profiles are discussed in more detail below, with reference to FIG. 6.

According to one embodiment, the list comprises a first-in-first-out queue. Users are granted access to a social media session on a first-come-first-served basis. For example, if user A's access request is followed by user B's access request, which is followed by user C's access request, user A is offered access when a first slot becomes available, user B is offered access when a second slot becomes available, and user C is offered access when a third slot becomes available.

According to one embodiment, a position of the information in the list may be modified based at least in part on a payment of one or more credits. The credits may be in the form of an actual currency, e.g. U.S. dollars. Alternatively, the credits may be in the form of a virtual currency. For example, suppose a user is number 10 in line to join a social media session. The user may pay an owner of the session to move ahead of other users in the waitlist. According to another embodiment, a bidding process may be used to determine positions in a waitlist. For example, a highest bidder may be granted the most preferable position in line, the second-highest bidder may be granted the second-most preferable position in line, the third-highest bidder may be granted the third-most preferable position in line, and so on.

According to one embodiment, a position of the information in the list may be modified based at least in part on a determination by an owner of the session. For example, an owner of a social media session may advance a user out of turn because the owner knows the user, or the owner believes the user will contribute relatively more to the session. As a further example, an owner of a session regarding global warming may advance out of turn a user known to be an expert on global warming.

According to one embodiment, a user waiting to join a social media session is notified that the user may join the session when the session has less than a predetermined quantity of current users, and the user's position in list indicates the user may join the session. The notification may be via a text message to the user, a phone call to the user, an email to the user, or the like. The user may be given a predetermined amount of time to respond to the notification. If the user does not respond to the notification within the predetermined amount of time, the user's ability to join the session is either terminated or suspended, and another user is notified of the possibility of joining the session.

According to one embodiment, a social media session is selected from a result of searching an online directory of sessions. The online directory may be searchable by category. For example, the user may search for all sessions in a "live concert" category. The online directory may also be searchable based on membership. For example, the user may search for all sessions having one or more friends of the user as a member. According to one embodiment, the one or more friends comprises one or more friends of the user in a social network, or friends in a contact list of the user.

The online directory may also be searchable based on topic. For example, the user may search for all sessions relating to Alzheimer's disease. The online directory may also be searchable based on geolocation. For example, the user may search for all sessions associated with a geolocation that is at or near a geolocation reported by a client device associated with the user. As a further example, the user may search for all sessions at or near a geolocation specified by the user. Selecting from a List of Users Waiting to Join a Social Media Session

6

FIG. 5 depicts a process for social media session access in accordance with some embodiments of the present disclosure. At 500, a determination regarding whether there is a nonempty list of users waiting to join a social media session is made at a computing device 245. If at 500 there is a nonempty list of users waiting to join a social media session, at 505 a determination is made regarding whether the quantity of social media session users is less than a predetermined quantity of current users. If at 505 the quantity of social media session users is less than a predetermined quantity of current users, at 510 the user is granted access to the session based criteria established by an owner of the list.

Example User Profile

FIG. 6 depicts a user profile in accordance with some embodiments of the present disclosure. A position of the information in a waitlist is modified based at least in part on a profile 600 of the user. A profile 600 of the user can include any information about the user. This information may include the user's online activity as well as information about the user provided by the user or collected by a third party. Users may opt out of data collection.

According to one embodiment, the profile 600 comprises a celebrity status 605 of the user. A celebrity status 605 of a user may be independent of a particular social media session. For example, a world leader or world-renowned entertainer may be granted celebrity status 605 regardless of which social media session the user joins.

Alternatively, the celebrity status 605 of a user may differ depending on which social media session the user joins. For example, a social media session regarding turmoil in a region of the world may grant celebrity status 605 to diplomatic personnel from various countries, but not to Ralph Nader or others known for their views on automotive safety. And a social media session regarding automotive safety may grant celebrity status 605 to Ralph Nader or others known in the field, but not to diplomatic personnel.

According to one embodiment, the profile 600 comprises a quantity of friends 610 of the user. Users with relatively more friends may be given preference over users with relatively fewer friends. For example, a user with 100 friends may be offered access to a social media session sooner than a user with 5 friends even though the user with 5 friends requested access to the social media session before the user with 100 friends requested access to the same session.

According to one embodiment, the profile comprises a quantity of followers 615 of the user. Users with relatively more followers 615 may be given preference over users with relatively fewer followers 615. For example, a user with 100 followers may be offered access to a social media session sooner than a user with 5 followers even though the user with 5 followers requested access to the social media session before the user with 100 followers requested access to the same session.

According to one embodiment, the profile comprises an activity level 620 of the user in the session. The activity level 620 may be with respect to prior participation in a particular social media session. The activity level 620 may also be with respect to prior or current participation in other related social media sessions. For example, a user with 100 postings in a forum related to a social media session may be offered access to the social media session sooner than a user with 5 postings to the same forum even though the user with 5 postings requested access to the social media session before the user with 100 postings requested access to the same session.

According to one embodiment, the profile comprises a quantity of policy violations 625 of the user in the session. For example, the term "flaming" is often used to describe hostile

and insulting interaction between Internet users. A social media session having a policy against flaming may give preference to users having relatively fewer of such policy violations **625**.

According to one embodiment, the profile comprises a geolocation **630** of the user. Users having a geolocation **630** at or near a geolocation associated with a social media session may be given preference over users having a geolocation relatively far from the geolocation associated with the social media session. For example, suppose a social media session relates to live performances of a particular band. Users having a geolocation at the venue where the band is currently performing may be given preference over users having a geolocation outside the venue.

According to one embodiment, the profile comprises a browsing history **635** of the user. Users having a browsing history **635** that indicates an interest in a particular subject may be given preference in a social media session regarding that subject. For example, suppose a social media session relates to Brazilian soccer. Users having a history **635** of browsing sites related to Brazilian soccer may be given preference over other users with relatively less history of browsing such sites.

According to one embodiment, the profile comprises a purchase history **640** of the user. Users having a history **640** of purchasing a particular product, or products from a particular vendor, may be given preference in a social media session regarding that product or vendor. For example, suppose a social media session relates to handbags made by Coach. Users having a history **640** of purchasing handbags, or other products from Coach, may be given preference over other users with relatively less history of purchasing such products.

According to one embodiment, the profile comprises an ad viewing history **645** of the user. Users having a history **645** of viewing a particular ad or a particular type of ad may be given preference over other users with respect to joining a social media session. For example, suppose a social media session relates to term life insurance. Users having a history **645** of clicking on relatively more ads regarding term life insurance may be given preference over other users having a history of clicking on relatively fewer of such ads.

Example User Interface

FIG. 7 depicts an exemplary social media session access display in accordance with some embodiments of the present disclosure. As shown in FIG. 7, user interface **700** includes video displays of users **705**, **710**, **715**, **720**, and **725**. User interface **700** optionally includes a waitlist **740** indicating which users are waiting to join the social media session. As shown in FIG. 7, users **730**, **735**, **745**, and **750** are waiting to join the social media session. A user's position in the waitlist **740** may be used to indicate which user may join the social media session as soon as one of users **705**, **710**, **715**, **720**, and **725** leaves the social media session. According to one embodiment, waitlist **740** is viewable by only the owner of a social media session. According to another embodiment, waitlist **740** is viewable by the current participants in the social media session. According to another embodiment, waitlist **740** is viewable by users in the waitlist **740**. According to another embodiment, waitlist **740** is viewable by users that are not current participants and are not in the waitlist **740**. Social media session access database **275** may include a field that indicates which users may view waitlist **740**.

Example Data Structures

FIG. 8 depicts a data structure for storing certain user information in accordance with some embodiments of the present disclosure. FIG. 8 illustrates an exemplary user table **800** in a user information database **270** which is used in some

embodiments to store information about users. Information stored in user information database **270** may be used to determine which user is granted access to a social media session when a slot becomes available. In some embodiments, table **800** includes a plurality of records, each having a userID portion **805** and one or more other portions containing information about the user. Table **800** includes one or more records such as record **875** associated with a userID #1, and record **845** associated with a userID #U, where U represents the quantity of users with a record in user table **800**. The record **875** includes one or more items of information about a user, such as the user's notification preference **810**, display preference **815**, wait list identifier **820**, wait list position **825**, online activity **830**, celebrity status **835**, friends **840**, followers **845**, policy violations **850**, geolocation **855**, purchase history **860**, and ad viewing history **865**. The notification preference **810** may indicate how the user prefers to be notified, for example which devices **205** should be notified that access to a social media session has been granted, and whether the rendering of the notification should be accompanied by an audible, tactile, or visual cue. The display preference **815** may indicate a user's preferences with regard to the display of information, and how much information about the user is disclosed to third parties. According to some embodiments, no user information is disclosed to third parties by default.

Record **875** may also include an identification (**820**) of social media session wait list(s) that include the user. Record **875** may also include the user's position in the list(s) identified at **825**. The online activity entry **830** may indicate a user's online activity, for example which websites the user has visited. The celebrity status field **835** may indicate whether the user is considered a celebrity, and if so, what type of celebrity. The friends field **840** may indicate which other users are friends of the user in a social network. The followers field **845** may indicate which other users are following the user in a social network. The policy violations field **850** may indicate whether the user has a record of policy violations for a social network. For example, policy violations field **850** may indicate whether the user has a record of violating an anti-flaming policy. The geolocation field **855** may indicate a geolocation of a client device associated with a user. The purchase history field **860** may identify products purchased by the user. The ad view history field **865** may identify advertisements viewed by the user. The entries in any particular record **875**, **880**, and **885** are merely exemplary. In some embodiments, users may have differing sets of entries in their respective record.

FIG. 9 depicts a data structure for storing certain social media session access information in accordance with some embodiments of the present disclosure. FIG. 9 illustrates an exemplary table **900** in social media session access database **275** which is used in some embodiments to store information about social media session access. In some embodiments, table **900** includes a plurality of records, each having a ListID portion **905** and one or more other portions containing information about the list. Table **900** includes one or more records such as record **930** associated with a ListID #1, and record **945** associated with a ListID #U, where U represents the quantity of lists with a record in table **900**. The record **930** includes one or more items of information about an access list, such as the owner of the list (**1010**), an identification of the social media session (**915**), a list of users waiting to join the social media session (**920**), and a status of the list (**925**). The owner of the list (**910**) indicates which user controls access to the session identified in field **915**. The wait list **920** identifies which users are waiting to join the social media session. The status field **925** identifies a status of the list, for

example whether the list is open or closed. The entries in any particular record **930**, **935**, **940**, and **945** are merely exemplary. In some embodiments, social media access lists may have differing sets of entries in their respective record.

Additional Embodiments

FIG. **10** depicts a client device in accordance with some embodiments of the present disclosure. A client system **205** typically includes one or more processing units (CPU's) **1000**, one or more network or other communications interfaces **1025**, memory **1070**, and one or more communication buses **1005** for interconnecting these components. The client system **205** may include a user interface **1015**, for instance a display **1010** and a keyboard **1020**. The memory **1070** may include high speed random access memory and may also include non-volatile memory, such as one or more magnetic or optical storage disks. The memory **1070** may include mass storage that is remotely located from CPU's **1000**. The memory **1070** may store the following elements, or a subset or superset of such elements: an operating system **1030** that includes procedures for handling various basic system services and for performing hardware dependent tasks; a network communication module (or instructions) **1035** that is used for connecting the customer client system **205** to other computers via the one or more communications interfaces **1025** (wired or wireless), such as the Internet, other wide area networks, local area networks, metropolitan area networks, and so on; a client application **220** as described above; a client assistant **235** as described above; optionally, a cache of downloaded social media access list information **1050**, as well as other information for viewing using the client application **125**, and information retrieved by user selection of one or more items. The client system **205** may also include a location determiner for reporting a geolocation of the client system.

FIG. **11** depicts a server device in accordance with some embodiments of the present disclosure. A server **245** typically includes one or more processing units (CPU's) **1100**, one or more network or other communications interfaces **1125**, memory **1180**, and one or more communication buses **1105** for interconnecting these components. The server **245** may include a user interface **1115**, including a display **1110** and a keyboard **1120**. The memory **1180** may include high speed random access memory and may also include non-volatile memory, such as one or more magnetic or optical storage disks. The memory **1180** may include mass storage that is remotely located from CPU's **1100**. The memory **1180** may store the following elements, or a subset or superset of such elements: an operating system **1130** that includes procedures for handling various basic system services and for performing hardware dependent tasks; a network communication module (or instructions) **1135** that is used for connecting the server system **245** to other computers via the one or more communications interfaces **1125** (wired or wireless), such as the Internet, other wide area networks, local area networks, metropolitan area networks, and so on; a user information database **270** for storing user information, an social media session access database **275** for storing social media access list information, a display engine (or instructions) **250** for identifying what items to display and for formatting the items for display as described above, and an social media session access engine (or instructions) **260** for storing and displaying information regarding social media session access as described above.

Although illustrated and described in relation to client devices and server devices, it should be understood that the techniques described herein apply equally well to other types of computer networks (e.g. peer-to-peer). Furthermore, it

should be understood that the techniques described herein apply equally to both wired and wireless networks. Further still, one of ordinary skill in the art will readily recognize that the techniques described herein can be applied to client applications other than applications for videoconferencing, audio sessions, video sessions, or text chat sessions.

Each of the above identified modules or programs correspond to a set of instructions for performing a function described above. These modules and programs (i.e., sets of instructions) need not be implemented as separate software programs, procedures or modules, and thus various subsets of these modules may be combined or otherwise re-arranged in various embodiments. In some embodiments, memory **1070** or **1180** may store a subset of the modules and data structures identified above. Furthermore, memory **1070** or **1180** may store additional modules and data structures not described above.

Although some of various drawings illustrate a number of logical stages in a particular order, stages which are not order dependent may be reordered and other stages may be combined or broken out. Alternative orderings and groupings, whether described above or not, may be appropriate or obvious to those of ordinary skill in the art of computer science. Moreover, it should be recognized that the stages could be implemented in hardware, firmware, software or any combination thereof.

The foregoing description, for purpose of explanation, has been described with reference to specific embodiments. However, the illustrative discussions above are not intended to be exhaustive or to limit the invention to the precise forms disclosed. Many modifications and variations are possible in view of the above teachings. The embodiments were chosen and described in order to best explain the principles of the invention and its practical applications, to thereby enable others skilled in the art to best utilize the invention and various embodiments with various modifications as are suited to the particular use contemplated.

What is claimed is:

1. A method, executing on one or more computing devices, for social media session access, said method comprising:
 - a) receiving, at the one or more computing devices, a user request to join a social media session;
 - b) when the social media session has less than a predetermined quantity of current users, granting the user access to the social media session;
 - c) when the social media session has the predetermined quantity of current users, storing information about the user in a list of users waiting to join the social media session, wherein users are selected from the list when the social media session has less than the predetermined quantity of current users, based at least in part upon criteria set by an owner of the social media session; and
 - d) modifying a position of the information about the user in the list based at least in part on a quantity of friends in a social network profile of the user such that a user with relatively more friends is given preference over a user with relatively fewer friends and on prior activity in past social media sessions such that a user with more postings in past sessions may be offered access to the social media session sooner than a user with fewer postings even though the user with fewer postings requested access to the social media session before the user with more postings requested access to the same session.
2. The method of claim 1, wherein the social media session comprises a video conference session.
3. The method of claim 1, wherein the social media session comprises an audio session.

11

4. The method of claim 1, wherein the social media session comprises a streaming video session.

5. The method of claim 1, wherein the social media session comprises a text chat session.

6. The method of claim 1, wherein the list comprises a priority queue.

7. The method of claim 1, wherein the list comprises a first-in-first-out queue.

8. The method of claim 1, further comprising:
modifying, at the one or more computing devices, a position of the information in the list based at least in part on a payment of one or more credits.

9. The method of claim 1, further comprising:
modifying, at the one or more computing devices, a position of the information in the list based at least in part on a determination by an owner of the social media session.

10. The method of claim 1, wherein the profile comprises a celebrity status of the user.

11. The method of claim 1, wherein the profile comprises a quantity of followers of the user.

12. The method of claim 1, wherein the profile comprises a quantity of policy violations of the user in the social media session.

13. The method of claim 1, wherein the profile comprises a geolocation of the user.

14. The method of claim 1, wherein the profile comprises a browsing history of the user.

15. The method of claim 1, wherein the profile comprises a purchase history of the user.

16. The method of claim 1, wherein the profile comprises an ad viewing history of the user.

17. The method of claim 1, further comprising:
after the storing, granting the user access to the social media session when:

the social media session has less than a predetermined quantity of current users; and

a position of the information about the user in the list indicates the user may join the social media session.

18. The method of claim 1, further comprising:
after the storing, at the one or more computing devices, notifying the user when:

the social media session has less than a predetermined quantity of current users; and

a position of the information about the user in the list indicates the user may join the social media session.

19. The method of claim 1, wherein the social media session is selected from a result of searching an online directory of social media sessions.

20. A computer system for social media session access, comprising:

one or more processors; and

memory to store:

one or more programs, the one or more programs, when executed on the one or more processors, performing the method comprising:

12

receive, at the computer system, a user request to join a social media session;

when the social media session has less than a predetermined quantity of current users, grant, at the computer system, the user access to the social media session;

when the social media session has the predetermined quantity of current users, store, at the computer system, information about the user in a list of users waiting to join the social media session,

wherein users are selected from the list when the social media session has less than the predetermined quantity of current users, based at least in part upon criteria set by an owner of the social media session; and

modifying a position of the information about the user in the list based at least in part on a quantity of friends in a social network profile of the user such that a user with relatively more friends is given preference over a user with relatively fewer friends and on prior activity in past social media sessions such that a user with more postings in past sessions may be offered access to the social media session sooner than a user with fewer postings even though the user with fewer postings requested access to the social media session before the user with more postings requested access to the same session.

21. A non-transitory computer readable storage medium storing one or more programs configured to be executed by one or more computing devices, said programs, when executing on the one or more computing devices, performing the method of:

receiving, at the one or more computing devices, a user request to join a social media session;

when the social media session has less than a predetermined quantity of current users, granting the user access to the social media session;

when the social media session has the predetermined quantity of current users, storing information about the user in a list of users waiting to join the social media session,

wherein users are selected from the list when the social media session has less than the predetermined quantity of current users, based at least in part upon criteria set by an owner of the social media session; and

modifying a position of the information about the user in the list based at least in part on a quantity of friends in a social network profile of the user such that a user with relatively more friends is given preference over a user with relatively fewer friends and on prior activity in past social media sessions such that a user with more postings in past sessions may be offered access to the social media session sooner than a user with fewer postings even though the user with fewer postings requested access to the social media session before the user with more postings requested access to the same session.

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